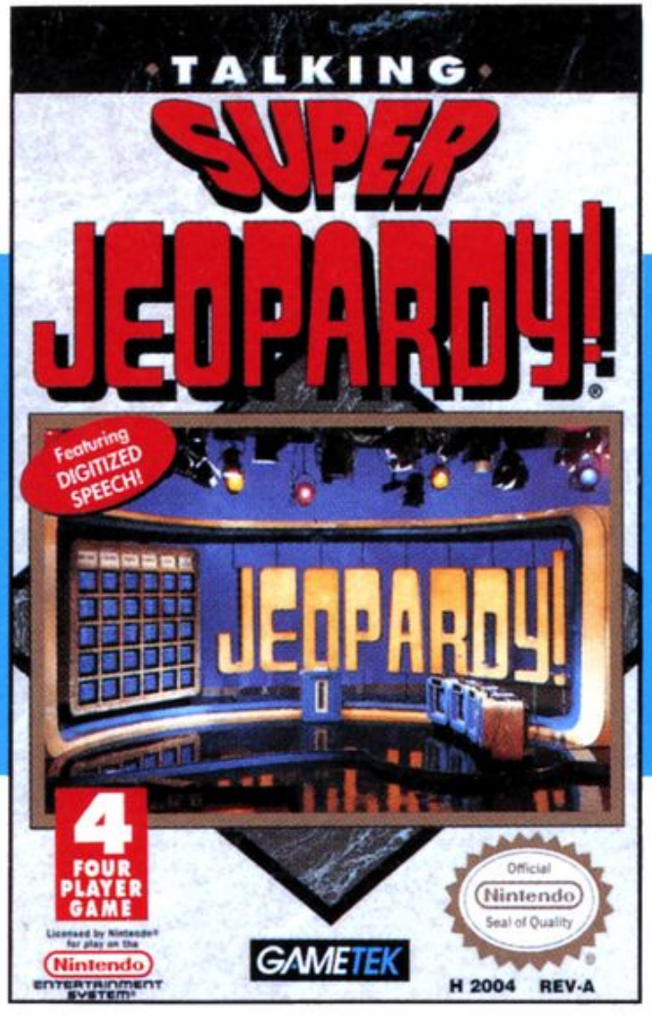
NES-7J-USA



GAMETEK

SUPER JEOPARDY!®

INSTRUCTION BOOKLET

GAMETEK®

We are the hi-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows for adults and kids, and innovative new fun-filled game play for pre-schoolers. This software includes games the whole family loves, games they can play... either together or alone against the computer.

GameTek's Nintendo version of Super Jeopardy!™ is fast paced and full of surprises, just like its television counterpart. Select your category, then your wager. Be the first to press the buzzer and enter the correct question... and the points are yours!

Licensed by Nintendo® for play on the

Nintendo

ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

WARNING: DO NOT USE A FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection TV. Please contact your TV manufacturer for details.

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SUPER JEOPARDY!®

Here's the answer: A special championship version of one of the highest-rated game shows in TV history. You know the question: What is Super Jeopardy!? Here's the answer: Almost 2,000 new questions for brain-challenging family fun on Nintendo! And here's the question: What is the new Super Jeopardy! Edition?

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HOW TO USE THE CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used.

If 2 players are competing, Controllers 1 and 2 are used.

If 3 players are competing, Player #1 and Player #3 share Controller 1.

If 4 players are competing, Player #1 and Player #3 share Controller 1, and Player #2 and Player #4 share Controller 2. If you have a Nintendo Satellite, then up to 4 controllers may be used, one for each player.

CONTROL PAD

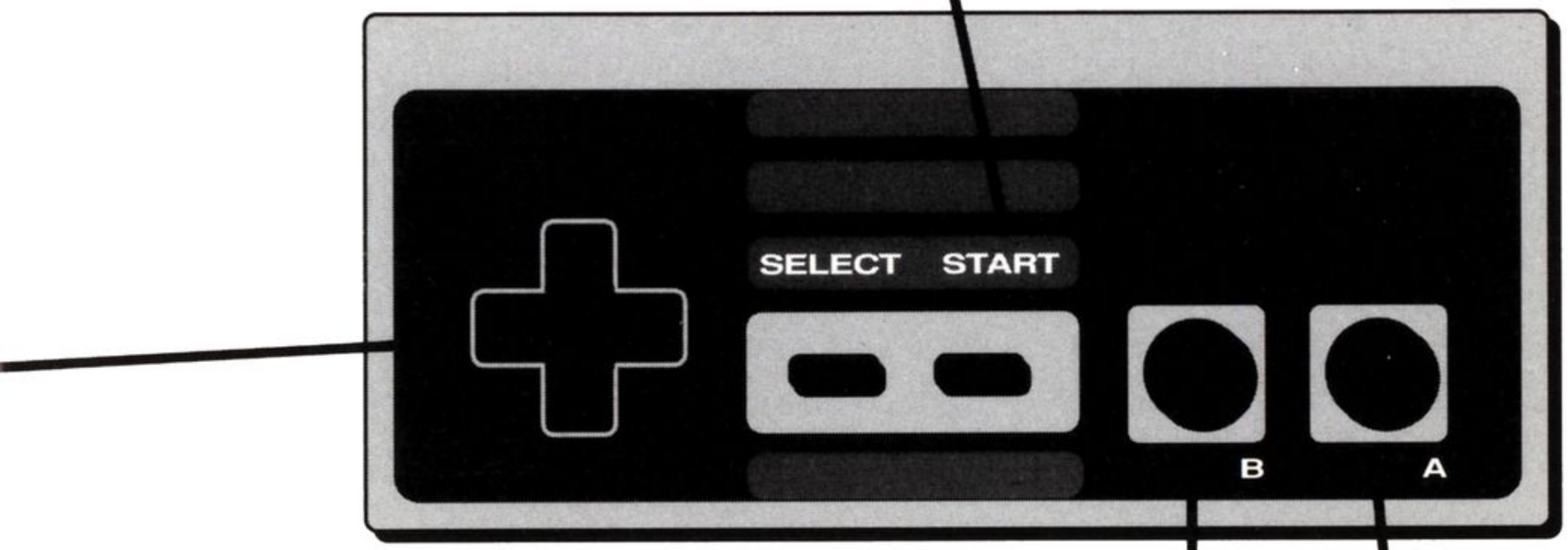
• In all games, pressing the arrowed tips in any of the four directions scrolls the cursor left and right, up and down, or wrapping around the ends, to stop on the desired letters and numbers that spell out the responses.

• In a 3-player game, the center circle on the **CONTROL PAD** of Controller 1 is for Player #1 to press, to try to be the first with a response. (Player #3 uses the **A** or **B BUTTON** on Controller 1 for this.)

• In a 4-player game, the center circle on the **CONTROL PAD** of Controller 2 is for Player #2 to press, to try to be the first with a response. (Player #4 uses the **A** or **B BUTTON** on Controller 2 for this.)

HOW TO USE THE CONTROLLER

START BUTTON
Starts the game.



B BUTTON
Used to change the "question" as it appears on the screen.

A BUTTON
Used to lock in selections made by scrolling the cursor to letters, numbers, and END.

SETTING UP THE GAME

1. During the opening credits, Player #1 should press the **START BUTTON** to begin the game.

2. The Quarter-Final Round must be played first. At the completion of this round, the winning player will receive a game code that will allow the player to continue to the Semi-Final Round. At the end of the Semi-Final Round, the winning player will receive a different game code, which will allow the player to continue to the Final Round.

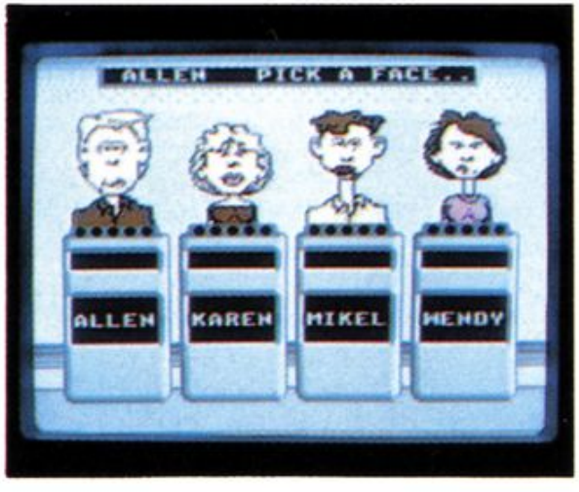
3. Choose whether to play the Quarter-Final, Semi-Final or Final Round. As many as 4 players may compete in the Quarter-Final, while as many as 3 players may compete in the Semi-Final or Final Round.

4. Player #1 presses the **CONTROL PAD** to the right to light up the desired number of players (1-2-3-4), then locks it in with **A** or **B BUTTON**.

5. Decide whether you wish to play against the computer. Use the right and left arrows on the **CONTROL PAD** to answer yes or no. Press **A** or **B BUTTON.**

PLAYER IDENTIFICATION

a. Player #1 uses the four tips of the **CONTROL PAD** to scroll the cursor right and left, up and down, and wrapping around the board, spelling out his/her name and locking in each letter with the **A** or **B BUTTON**. When the name is complete, player scrolls to **END** and locks it in. Other players should enter their names next, using the same method and the appropriate controller.



b. Player #1 uses the up and down arrow keys on the **CONTROL PAD** to choose a face. Press the **A** or **B BUTTON** to lock in your choice. Other players choose faces in the same way.

HOW TO PLAY SUPER JEOPARDY!

1. The Super Jeopardy! board appears on the screen and directs Player #1 to choose a category and a wager.

a. Player #1 presses the **CONTROL PAD** right or left to move horizontally across the six categories, then locks in that selection with **A** or **B BUTTON.** (Category also appears spelled out at the top of the screen.)

b. Player #1 then moves the **CONTROL PAD** up or down to select a wager from 200 to 1000 points, then locks it in. (Generally, the higher the wager, the harder the question.)

2. All players get ready for the "answer" to appear on the screen and to be the first to jump in with the "question". Players #1 and #3 share their hold on Controller 1, with Player #1 set to press the center of the **CONTROL PAD** and Player #3 set to press either the **A** or **B BUTTON**. Players #2 and #4 share their hold on Controller 2, with Player #2 set to press the center of the **CONTROL PAD** and Player #4 set to press either the **A** or **B BUTTON**. With a Nintendo Satellite, each player holds one controller.

3. As soon as the "answer" appears, a timer starts the countdown. If no player presses his "buzzer" and the time runs out, the "answer" and correct "question" both appear on the screen. The original player then selects a new category and wager.

4. Once a player has jumped in to be first, he/she has total control of the board, shutting out all other players. The "answer" reappears on the screen, along with the first part of the "question" (WHAT IS). Below that is the alphabet/number board on which the "question" is to be completed.

5. To change the question to be appropriate to the response (from WHAT IS to WHO IS, WHAT WAS, etc.) the player presses the **B BUTTON** until the correct question appears. The player may also wait until after the correct "answer" has been entered to change the "question," or may not change the "question."

6. Once the first part of the "question" is correct, or if the player does not choose to change the first part, the player scrolls the cursor to spell out the rest of the "question," locking in each letter with the **A BUTTON**. Spelling must be completed before the timer (at the top of the screen) reaches 00.

7. If the "question" is correct, the amount wagered is posted on the player's console and added to any previous winnings. If it is incorrect, the amount wagered is deducted from his/her winnings, going to a minus figure when necessary. The "answer" then reappears on the screen, and the remaining players get the chance to jump in again to try the "questions." (The player who answered incorrectly cannot try again.)

8. The player who gives the correct "question" gets to select the next category and wager.

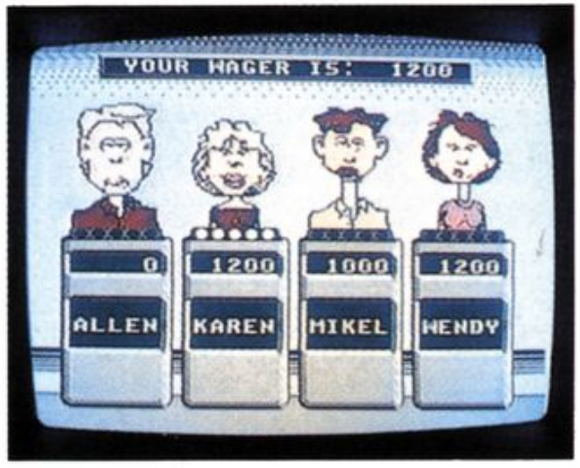
9. Play continues until the board is cleared.

1. During the play, a hidden Daily Double appears behind one of the 30 windows on the board. The player who selects that window automatically shuts out the other players and gets to try that "question" alone.

a. If the player has accumulated winnings, he/she can wager any amount between 5 points and those winnings by scrolling in that amount on the Daily Double screen.

b. If the player has no accumulated winnings, or if his/her accumulated winnings are less than the maximum point value on the board, he/she can choose any wager from the board (200-1000 points in Jeopardy!; 500-2500 points in Double Jeopardy!).

2. If the "question" is correct, the value of the wager is added to that player's score; if incorrect, it is deducted.



DOUBLE JEOPARDY!

1. Once the board is cleared, the Double Jeopardy! round begins.

2. The player with the lowest score in Jeopardy! gets to start Double Jeopardy!

3. Double Jeopardy! is played in the same manner as Jeopardy!, except that:

a. The categories change
b. Wagers are raised (500 to 2500 points)
c. Two Daily Doubles are hidden randomly on the board.

Upon the completion of Double Jeopardy! all players with winnings posted get to compete in Final Jeopardy!

1. First, the category is displayed, and each player can bet all, part or none of his/her points. (The other players are asked to look away from the screen while this is being done.)

2. Each player, in turn, then scrolls the cursor for his/her question," again with the other players looking away.

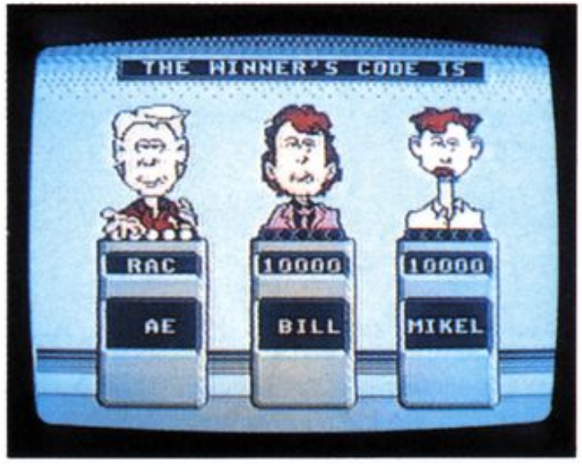
3. Wagers for correct answers are added to the players' scores; wagers for incorrect answers are deducted.

4. The player with the most points from all three games combined is the winner.

Second, third and fourth place winners receive $5,000. The first place winner receives a code which will enable him/her to advance to the Semi-Final Round.

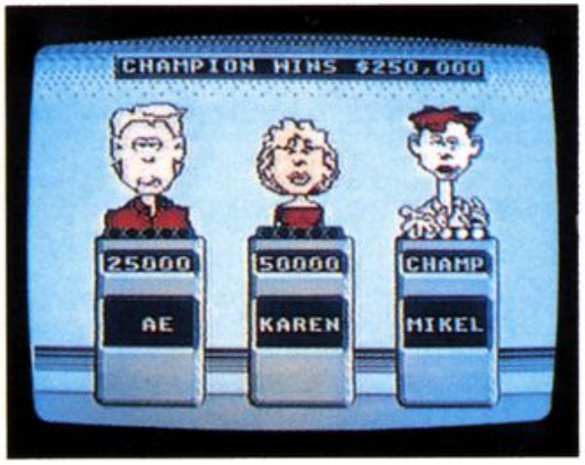
THE SEMI-FINAL ROUND

The Semi-Final Round is played in the same manner as the Quarter-Final Round, except that a maximum of three players may compete. A t the conclusion of the Semi-Final Round, the second and third place winners receive $10,000. The first place winner receives a code which will enable him/her to advance to the Final Round.



THE FINAL ROUND

The Final Round is played in the same manner as the Quarter-Final Round. Three players may compete. At the conclusion of the Final Round, the third place winner receives $25,000. The second place winner receives $50,000 and the first place winner receives $250 ,000.



MESSAGE TO PLAYERS

1. This cartridge uses a program which will randomly access data. At the end of play, the file is cleared and made available for future play. Categories and questions are always selected at random by the computer, so although there are thousands of questions in the categories, repetition will occur.

If repetition does occur, you may reshuffle the file after the categories and dollar figures are displayed by pressing the lower case **P** and pressing the **SELECT BUTTON** when prompted.

2. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

ADVISORY: READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily enviroment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epilectic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / convulsions.

HINTS ON GAME PLAY

1. Words should be spelled as accurately as possible, though some very minor misspellings may be accepted. It is advisable to check the spelling of a completed word before scrolling the cursor to END.

2. Letters can be "erased" by scrolling the cursor to ⬅, the correction symbol. This must be done before scrolling to END.

3. If your "question" deals with a person's name, try to give both the first and last names.

4. If your "question" deals with numbers as part of names, such as World War I or King Henry VIII, be sure to include the numbers, either as I or VIII, or 1 or 8, or ONE or EIGHT.

5. If the wording of your "answer" requires a plural form (such as "These people are...") be sure to enter the plural.

6. If your "question" calls for a pair of words (or names), be sure to enter them in the order most commonly used, such as FISH AND CHIPS, not CHIPS AND FISH.

7. Spacing between words is optional. If spacing is desired and time allows, scroll the cursor to the blank space between & and

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck **POWER SWITCH** is turned off when inserting or removing the Game Pak cassette.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio - TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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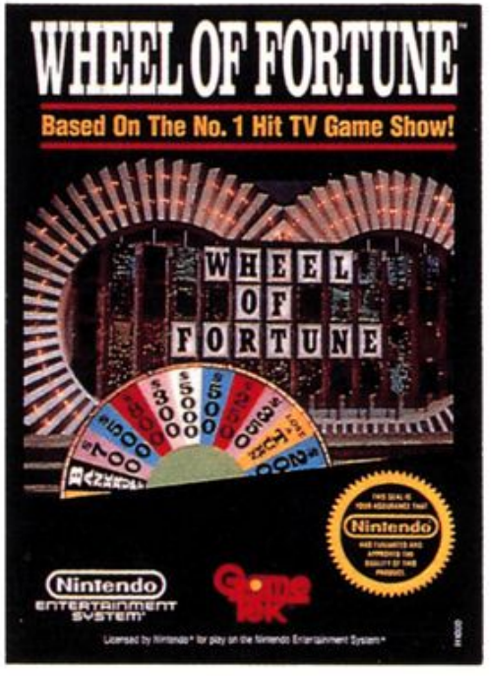
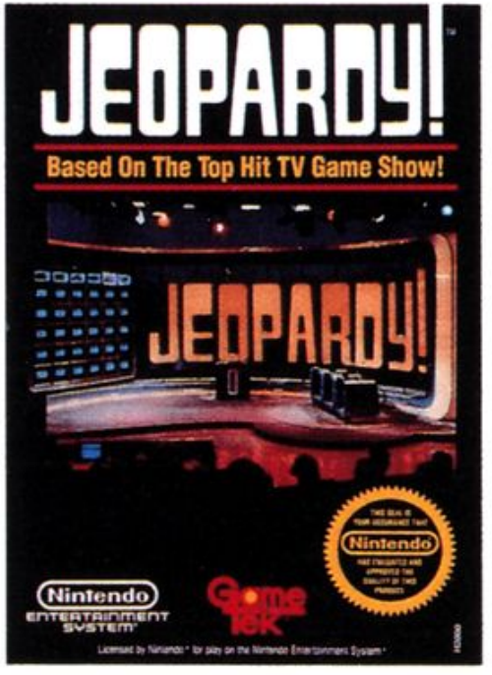


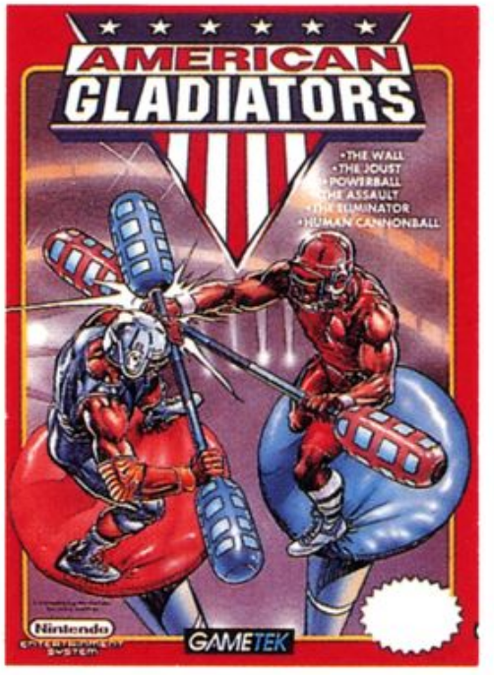
Wheel Of Fortune

The highest-rated game show in TV history makes for exciting Nintendo game play. Spin the wheel, guess the letters and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!



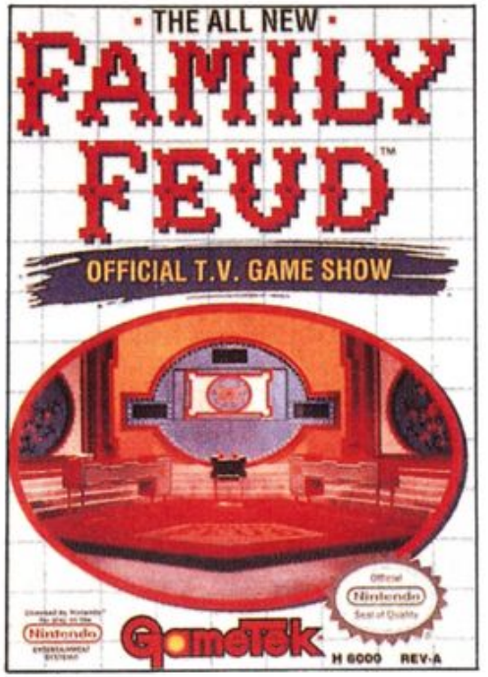
Jeopardy!

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 answers just waiting for your questions, this Nintendo version of the second highest-rated TV game show is great fun and a great challenge!



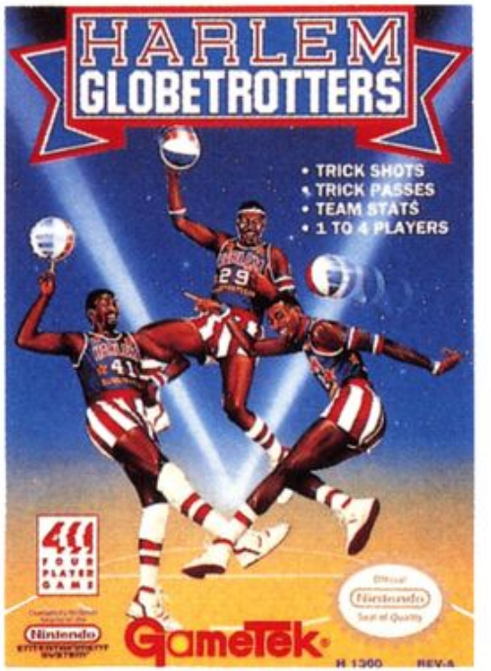
American Gladiators

Welcome to the Wild World of Sports. The Joust, The Assault, Powerball, The Wall and Human Cannonball. Complete all 4 levels and you'll get your shot at the ultimate battlefield where only the strong survive, The Eliminator.



Family Feud!

The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big bucks in the final round. This high-action game plays just lke the popular TV game show.



Harlem Globetrotters

All the action and challenge you'd expect from a basketball game, PLUS, the incredible trick shots and eye-catching passing that the Harlem Globetrotters have made famous over the past 65 years.

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